

**AMENDMENTS TO THE CLAIMS**

1. (Previously presented) A content display apparatus displaying a content including a plurality of objects, priorities in display being assigned to said plurality of objects, respectively, comprising:

complexity calculating means for calculating complexity when displaying said content based on said plurality of objects; and

control means for suppressing display of part of the objects included in said content based on said calculated complexity, said priorities, and an upper limit of processing capability of the apparatus.

2. (Previously presented) The content display apparatus according to claim 1, wherein said content includes animation formed of a plurality of frames, said complexity calculating means calculates complexity in display for each of said plurality of frames, and

said control means performs control of display of each of said plurality of frames.

3. (Previously presented) A content display apparatus displaying a content, priorities being assigned to functions for displaying objects, comprising:

complexity calculating means for calculating complexity when displaying said content; and

control means for invalidating part of the functions for displaying said objects based on said calculated complexity, said priorities, and an upper limit of processing capability of the apparatus.

4. ((Original) The content display apparatus according to claim 3, wherein said content includes animation formed of a plurality of frames, said complexity calculating means calculates complexity in display for each of said plurality of frames, and

said control means performs control of display of each of said plurality of frames.

5. (Previously presented) A content display apparatus displaying animation formed of a plurality of frames as a content, comprising:

complexity calculating means for calculating, for each of said plurality of frames, complexity when displaying the relevant frame; and

control means for suppressing display of the frame for which said calculated complexity exceeds an upper limit of complexity.

6. (Previously presented) A content display program for displaying a content including a plurality of objects, priorities in display being assigned to said plurality of objects, respectively, the program causing a computer to perform:

the complexity calculating step of calculating complexity when displaying said content based on said plurality of objects; and

the control step of suppressing display of part of the objects included in said content based on said calculated complexity, said priorities, and an upper limit of processing capability of the apparatus.

7. (Original) The content display program according to claim 6, wherein said content includes animation formed of a plurality of frames, said complexity calculating step includes the step of calculating complexity in display for each of said plurality of frames, and

said control step includes the step of performing control of display of each of said plurality of frames.

8. (Previously presented) A content display program for displaying a content, priorities being assigned to functions for displaying objects, the program causing a computer to perform:

the complexity calculating step of calculating complexity when displaying said content; and

the control step of invalidating part of the functions for displaying said objects based on said calculated complexity, said priorities, and an upper limit of processing capability of the apparatus.

9. (Original) The content display program according to claim 8, wherein  
said content includes animation formed of a plurality of frames,  
said complexity calculating step includes the step of calculating complexity in display for each of said plurality of frames, and  
said control step includes the step of performing control of display of each of said plurality of frames.

10. (Previously presented) A content display program for displaying animation formed of a plurality of frames as a content, causing a computer to perform:  
the complexity calculating step of calculating, for each of said plurality of frames, complexity when displaying the relevant frame; and  
the control step of suppressing display of the frame for which said calculated complexity exceeds an upper limit of complexity.

11. (Previously presented) A content display method for displaying a content including a plurality of objects, priorities in display being assigned to said plurality of objects, respectively, comprising:  
the complexity calculating step of calculating complexity when displaying said content based on said plurality of objects; and  
the control step of suppressing display of part of the objects included in said content based on said calculated complexity, said priorities, and an upper limit of processing capability of the apparatus.

12. (Original) The content display method according to claim 11, wherein  
said content includes animation formed of a plurality of frames,

said complexity calculating step includes the step of calculating complexity in display for each of said plurality of frames, and

said control step includes the step of performing control of display of each of said plurality of frames.

13. (Previously presented) A content display method for displaying a content, priorities being assigned to functions for displaying objects, comprising:

the complexity calculating step of calculating complexity when displaying said content; and

the control step of invalidating part of the functions for displaying said objects based on said calculated complexity, said priorities, and an upper limit of processing capability of the apparatus.

14. (Original) The content display method according to claim 13, wherein

said content includes animation formed of a plurality of frames,

said complexity calculating step includes the step of calculating complexity in display for each of said plurality of frames, and

said control step includes the step of performing control of display of each of said plurality of frames.

15. (Previously presented) A content display method for displaying animation formed of a plurality of frames as a content, comprising:

the complexity calculating step of calculating, for each of said plurality of frames, complexity when displaying the relevant frame; and the control step of suppressing display of the frame for which said calculated complexity exceeds an upper limit of complexity.

16. ((Currently amended) A computer readable recording medium recorded with the content display program according to ~~any of claims 6-10~~ claim 6.